32	2510	simulat$3 near3 (translat$3 or rotat$3)	USPAT; US-PGPUB	2004/07/20 10:10
33	74	(concurrent$2 or simultaneous$2 or parallel) with(simulat$3 near3 (translat$3 or rotat$3))	USPAT; US-PGPUB	2004/07/20 10:12
34	264	(game$1 with simulat$3) and (simulat$3 near3 (translat$3 or rotat$3))	USPAT; US-PGPUB	2004/07/20 10:13
35	12	((concurrent$2 or simultaneous$2 or parallel) near3 process$3) and ((game$1 with simulat$3) and (simulat$3) and (simulat$3 near3 (translat$3 or rotat$3)))	USPAT; US-PGPUB	2004/07/20 10:16
36	3769	game near3 simulat$3	USPAT; US-PGPUB	2004/07/20 10:16
37	65627	(video or graphic$3) near3 (process$3 or calculat$3)	USPAT; US-PGPUB	2004/07/20 10:18
38	36	(game near3 simulat$3) with ((video or graphic$3) near3 (process$3 or calculat$3))	USPAT; US-PGPUB	2004/07/20 10:18
39	7	5995111.uref.	USPAT; US-PGPUB	2004/07/20 10:18
40	117	game with coprocessor	USPAT; US-PGPUB	2004/07/20 10:18
41	147	coprocessor adj bus	USPAT; US-PGPUB	2004/07/20 10:19
42	1137	vector adj processor	USPAT; US-PGPUB	2004/07/20 10:19
43	12	(coprocessor adj bus) and (vector adj processor)	USPAT; US-PGPUB	2004/07/20 10:19
44	4837	cpu adj bus	USPAT; US-PGPUB	2004/07/20 10:20
45	22	(coprocessor adj bus) and (cpu adj bus)	USPAT; US-PGPUB	2004/07/20 10:20
46	1191	rendering adj engine	USPAT; US-PGPUB	2004/07/20 10:20
47	4902	("16" or sixteen) adj pixel$1	USPAT; US-PGPUB	2004/07/20 10:21
48	30	(rendering adj engine) and (("16" or sixteen) adj pixel$1)	USPAT; US-PGPUB	2004/07/20 10:22
49	55	fill$3 adj frame adj buffer	USPAT; US-PGPUB	2004/07/20 10:25
50	0	(per adj cycle) with (fill$3 adj frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:37
51	5	rate with (fill$3 adj frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:37
52	6	(per adj cycle) with (frame adj buffer)	USPAT; US-PGPUB	2004/07/20 10:38
53	32	(("16" or sixteen) adj pixel$1) near3 (rectangle or polygon)	USPAT; US-PGPUB	2004/07/20 10:38
54	672	(simulat$3 near3 (translat$3 or rotat$3)) and cycle	USPAT; US-PGPUB	2004/07/20 10:39
55	18	((("16" or sixteen) adj pixel$1) near3 (rectangle or polygon)) and cycle	USPAT; US-PGPUB	2004/07/20 10:39
56	21	pixel$1 near3 (rectangle or polygon) with cycle$1	USPAT; US-PGPUB	2004/07/20 10:40
57	232	345/505.ccls.	USPAT; US-PGPUB	2004/07/20 10:41
58	201948	vector$1	USPAT; US-PGPUB	2004/07/20 10:41
59	103	345/505.ccls. and vector$1	USPAT; US-PGPUB	2004/07/20 10:41

L Number	Hits	Search Text	DB	Time stamp
1	79	345/541.ccls.	USPAT; US-PGPUB	2004/07/20 09:47
2	79	712/2.ccls.	USPAT; US-PGPUB	2004/07/20 09:47
3	87	345/535.ccls.	USPAT; US-PGPUB	2004/07/20 09:48
4	0	712/2.ccls. and 345/535.ccls.	USPAT; US-PGPUB	2004/07/20 09:48
5	49	345/533.ccls.	USPAT; US-PGPUB	2004/07/20 09:50
6	0	345/535.ccls. and 345/533.ccls.	USPAT; US-PGPUB	2004/07/20 09:51
7	150069	row$1 and column$1	USPAT; US-PGPUB	2004/07/20 09:51
8	3260	vector adj process$3	USPAT; US-PGPUB	2004/07/20 09:51
9	984	(row$1 and column$1) and (vector adj process$3)	USPAT; US-PGPUB	2004/07/20 09:51
10	20140	arbitrat$3	USPAT; US-PGPUB	2004/07/20 09:52
11	1	((row$1 and column$1) and (vector adj process$3)) and 345/541.ccls.	USPAT; US-PGPUB	2004/07/20 09:52
12	157	((row$1 and column$1) and (vector adj process$3)) and arbitrat$3	USPAT; US-PGPUB	2004/07/20 09:52
13	144	(((row$1 and column$1) and (vector adj process$3)) and arbitrat$3) and (matrix or array)	USPAT; US-PGPUB	2004/07/20 09:53
14	287	(plural$3 or multiple) near3 vector near3 processor$1	USPAT; US-PGPUB	2004/07/20 09:55
15	43	arbitrat$3 and ((plural$3 or multiple) near3 vector near3 processor$1)	USPAT; US-PGPUB	2004/07/20 09:55
16	195	parallel near3 (vector adj processor$1)	USPAT; US-PGPUB	2004/07/20 09:56
17	23	arbitrat$3 and (parallel near3 (vector adj processor$1))	USPAT; US-PGPUB	2004/07/20 09:56
18	354	game adj processor	USPAT; US-PGPUB	2004/07/20 09:56
19	0	(vector adj processor$3) and (game adj processor)	USPAT; US-PGPUB	2004/07/20 09:57
20	157	(matrix or array) and (game adj processor)	USPAT; US-PGPUB	2004/07/20 09:58
21	8130	game adj (system or apparatus)	USPAT; US-PGPUB	2004/07/20 09:58
22	81	((matrix or array) and (game adj processor)) and (game adj (system or apparatus))	USPAT; US-PGPUB	2004/07/20 09:58
23	15	(vector adj process$3) and (arbitrat$3 and (game adj (system or apparatus)))	USPAT; US-PGPUB	2004/07/20 10:03
24	6296	game$1 with simulat$3	USPAT; US-PGPUB	2004/07/20 10:03
25	1448984	translat$3 or rotat$3	USPAT; US-PGPUB	2004/07/20 10:04
26	3160	(game$1 with simulat$3) and (translat$3 or rotat$3)	USPAT; US-PGPUB	2004/07/20 10:04
27	99274	(concurrent$2 or simultaneous$2 or parallel) near3 process$3	USPAT; US-PGPUB	2004/07/20 10:06
28	263	((game$1 with simulat$3) and (translat$3 or rotat$3)) and ((concurrent$2 or simultaneous$2 or parallel) near3 process$3)	USPAT; US-PGPUB	2004/07/20 10:06
29	0	(real adj time) near3 simulat$3 near3 (geometr$5 or polygon$2)	USPAT; US-PGPUB	2004/07/20 10:08
30	8	(real adj time) near3 simulat$3 near3 (geometr$5 or polygon$2)	USPAT; US-PGPUB	2004/07/20 10:08
31	1	(real adj time) near3 simulat$3 near3 (translat$3 or rotat$3)	USPAT; US-PGPUB	2004/07/20 10:09